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|                   | D |                 |      |      |       |          |                            |
|                   | E |                 |      |      |       |          |                            |
|                   | F |                 |      |      |       |          |                            |
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|                   | I |                 |      |      |       |          |                            |
|                   | J |                 |      |      |       |          |                            |
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## OTHER PRIOR ART (including Author, Title, Date, Pertinent Pages, Etc.)

|    |   |   |
|----|---|---|
| AB | E | Aaron Lee et al., "Displaced Subdivision Surfaces", Submitted for Publication, Date unknown   |
| AB | F | Volker Blanz et al., "A Morphable model for the Synthesis of 3d Faces", Proceedings of SIGGRAPH 1999, pp. 187-194, 1999   |
| AB | G | Brian Gunter et al., "Making Faces", Proceedings of SIGGRAPH 1998, pp. 55-67, 1998  |
| AB | H | Pat Hanrahan et al., "Reflection For Layered Surfaces Due to Subsurface Scattering", Proceedings of SIGGRAPH 1993, pp. 165-174, 1993  |
| AB | I | Hughes Hoppe et al., "Piecewise Smooth Surface Reconstruction", In Computer Graphics (SIGGRAPH 1994 Proceedings) pp. 295-302, July 1994   |
| AB | J | Yizhou Yu, "Inverse Global Illumination: Recovering Reflectance Models of Real Scenes From Photographs", In Computer Graphics (SIGGRAPH 1999 Proceedings), pp. 215-224, August 1999 |

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| EXAMINER | <i>Samuel Grothe</i> | DATE CONSIDERED | <i>20 August 2003</i> |
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## OTHER PRIOR ART (including Author, Title, Date, Pertinent Pages, Etc.)

|    |   |  |
|----|---|--|
| AB | E | Eric P.F. Lafortune et al., "Non-linear Approximation of Reflection Functions", In Computer Graphics (SIGGRAPH 1997 Proceedings) pp.117-126, August 1997                                       |
| AB | F | Yuencheng Lee et al., "Realistic Modeling For Facial Animation", Computer Graphics, 29(2), pp. 55-62, July 1995  |
| AB | G | Charles Loop, "Smooth Subdivision Surfaces Based on Triangles" PhD Thesis, University of Utah, August 1987   |
| AB | H | Stephen R. Marschner et al., "Image-based BRDF Measurement Including Human Skin", In Rendering Techniques 1999, (Proceedings of the Eurographic Workshop on Rendering), pp. 131-144, June 1999 |
| AB | I | Frederic Pighin et al., "Synthesizing Realistic Facial Expressions From Photographs", In Computer Graphics (SIGGRAPH 1998 Proceedings), PP. 78-84, July 1998                                   |
| AB | J | Keith Waters, "A Muscle Model For Animating Three-Dimensional Facial Expression", In Maureen C. Stone, editor, Computer Graphics (SIGGRAPH Proceedings 1987), Vol. 21, pp. 17-24, July 1987    |

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